

**Figure 1**

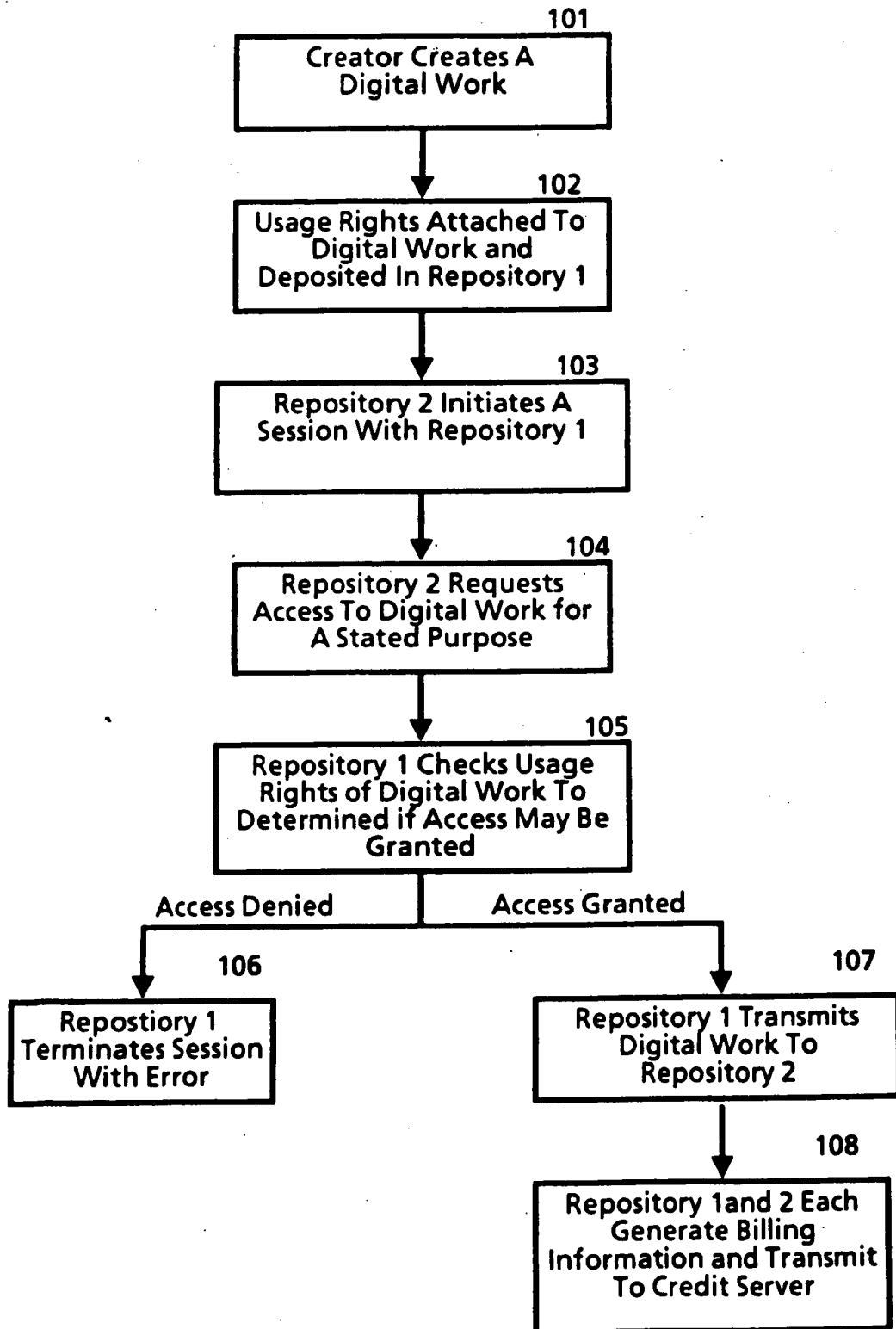


Figure 2

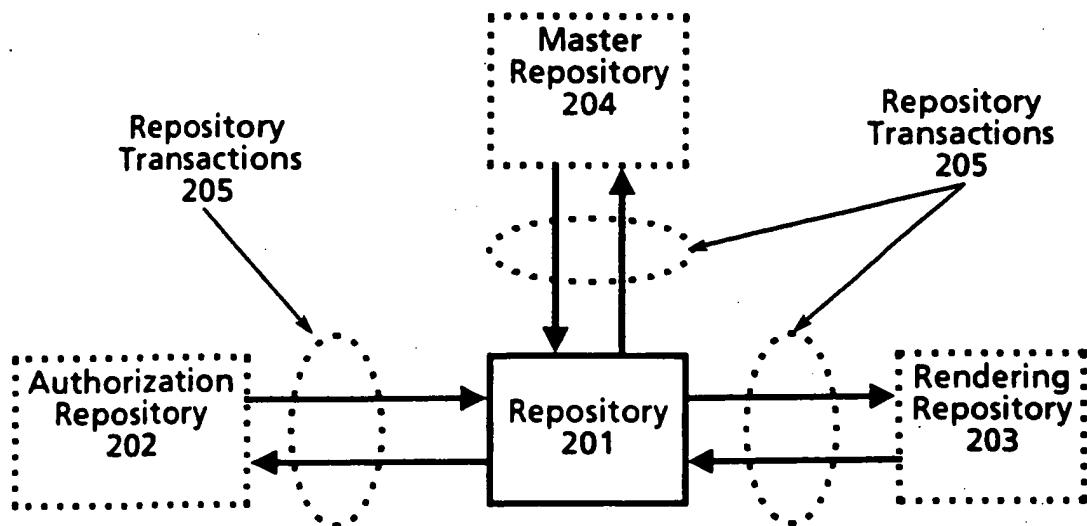
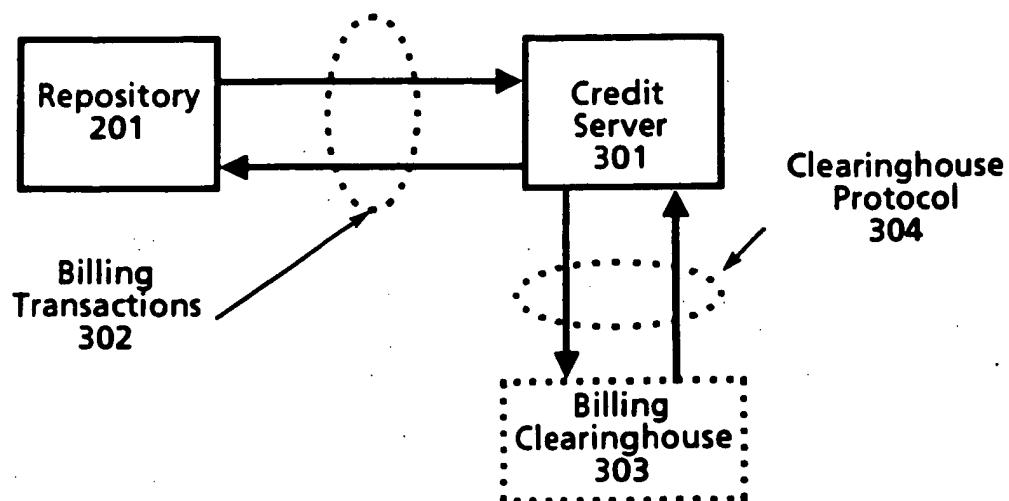
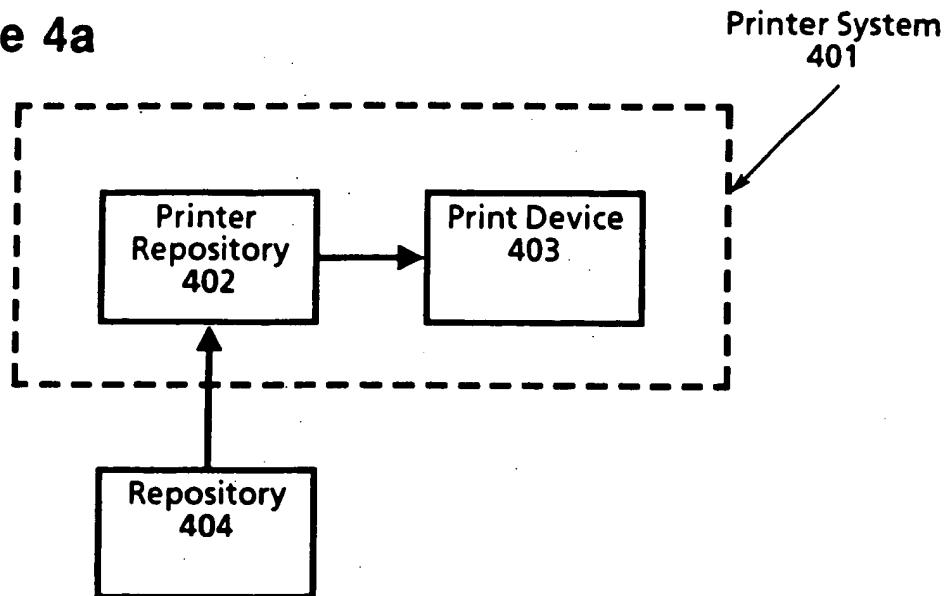


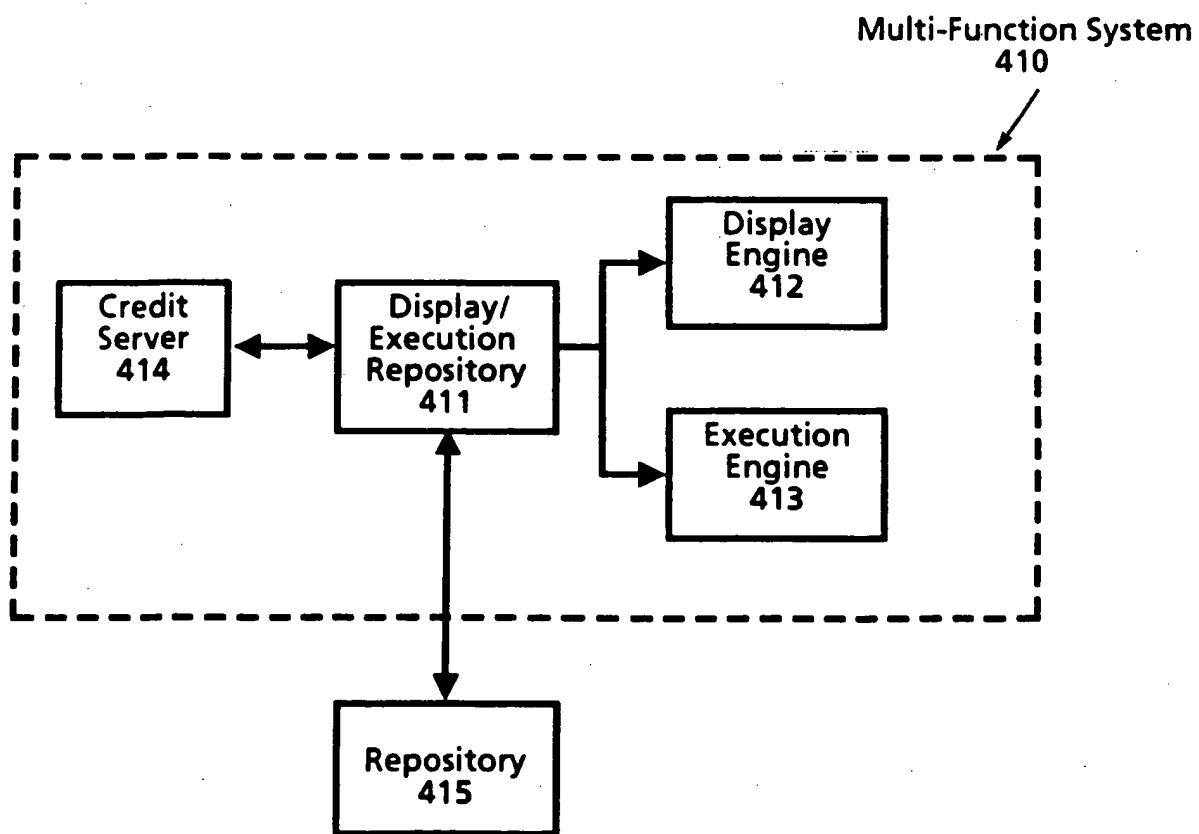
Figure 3



**Figure 4a**



**Figure 4b**



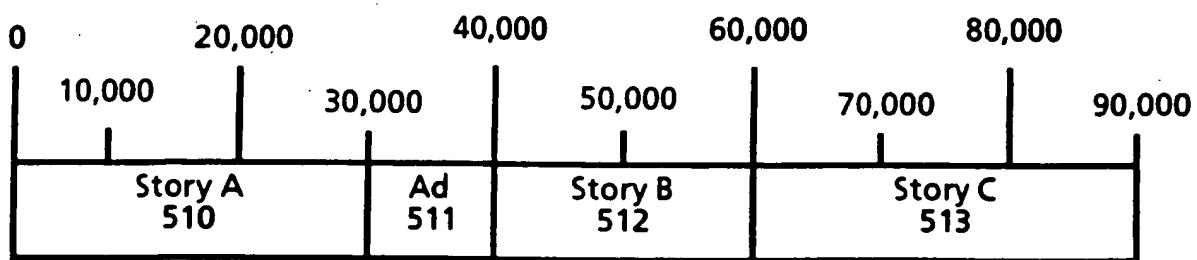


Figure 5

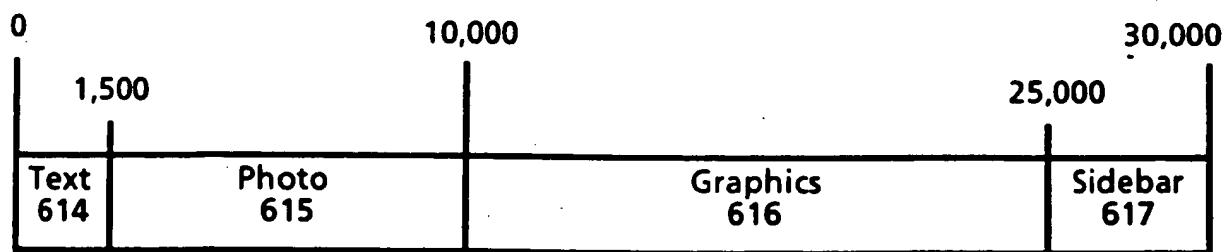


Figure 6

Figure 7

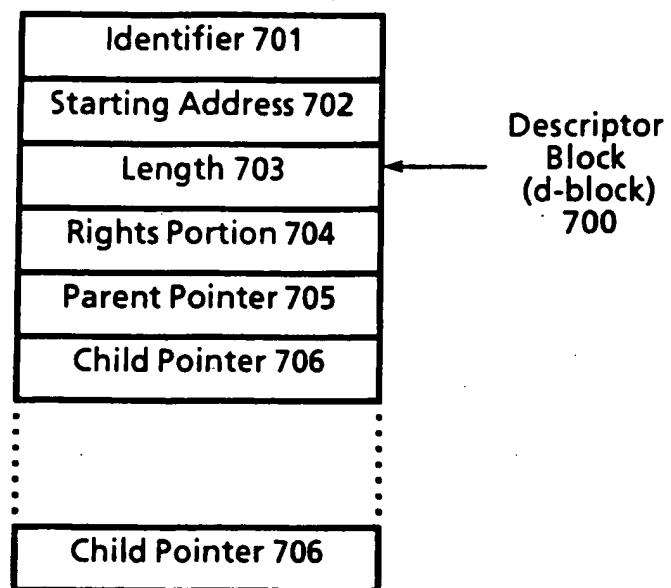


Figure 8

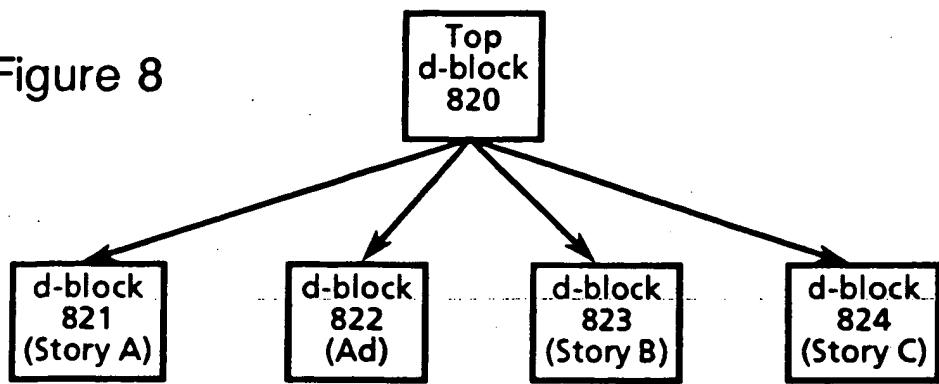


Figure 9

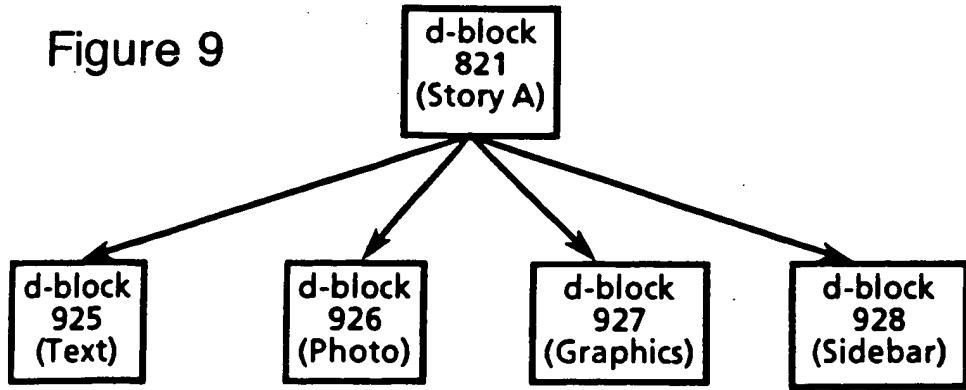


Figure 10

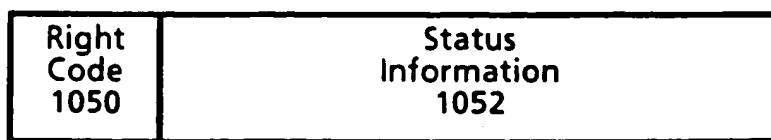


Figure 14

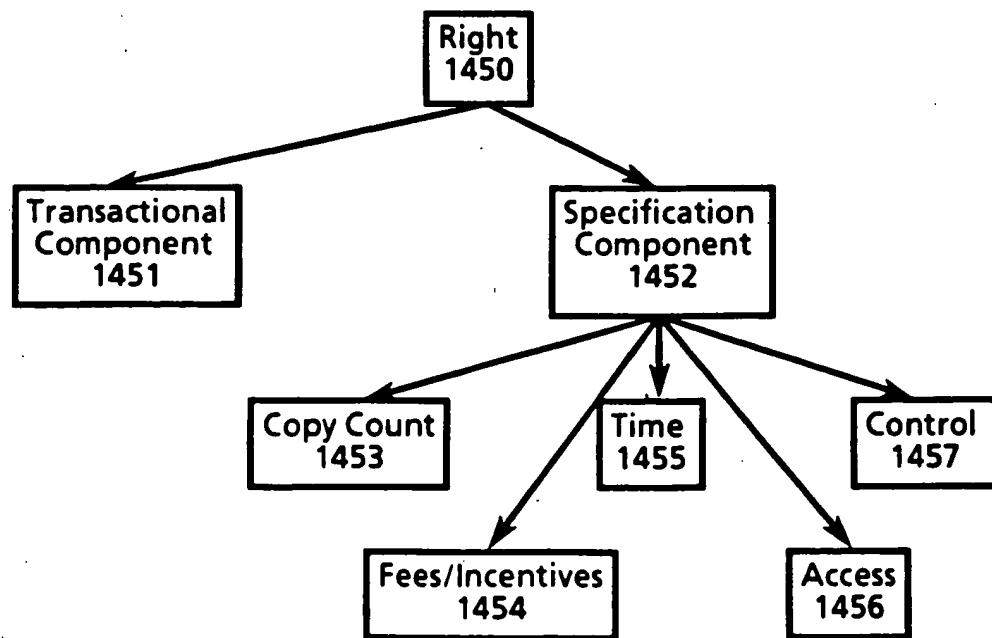


Figure 11

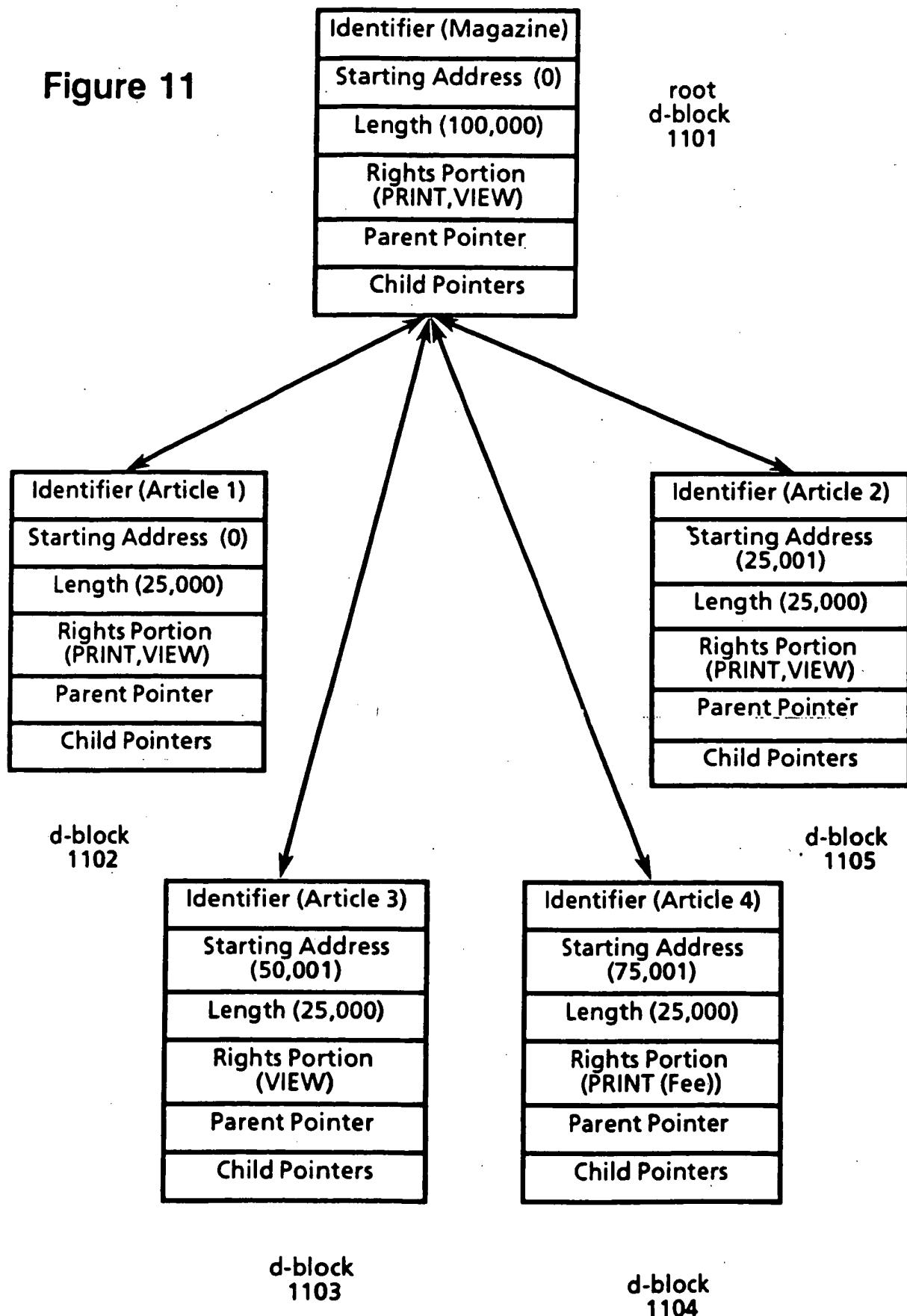


Figure 12

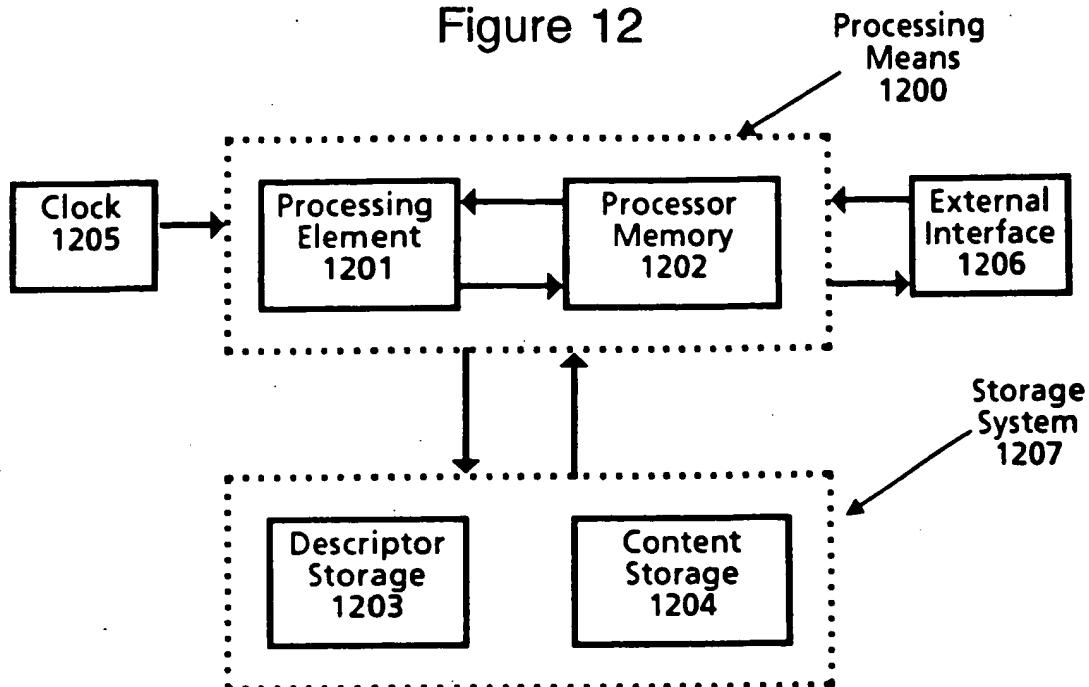
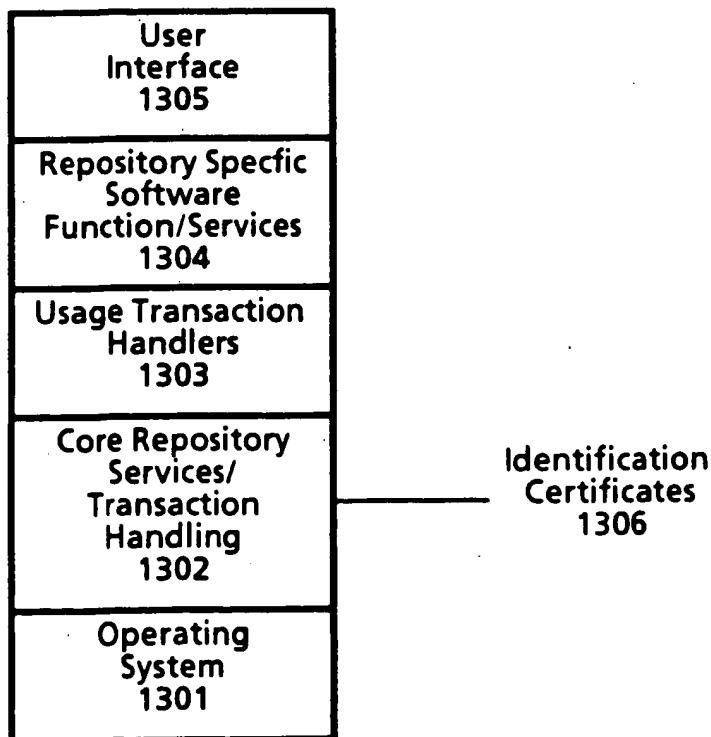


Figure 13



## FIGURE 15

1501 ~ **Digital Work Rights** := (Rights\*)  
 1502 ~ **Right** := (Right-Code {Copy-Count} {Control-Spec} {Time-Spec} {Access-Spec} {Fee-Spec})  
 1503 ~ **Right-Code** := Render-Code | Transport-Code | File-Management-Code | Derivative-Works-Code | Configuration-Code  
 1504 ~ **Render-Code** := [ Play : {Player: Player-ID} | Print: {Printer: Printer-ID} ]  
 1505 ~ **Transport-Code** := [ Copy | Transfer | Loan {Remaining-Rights: Next-Set-of-Rights} ] { (Next-Copy-Rights: Next-Set-of-Rights) }  
 1506 ~ **File-Management-Code** := Backup {Back-Up-Copy-Rights: Next-Set-of-Rights} | Restore | Delete | Folder | Directory {Name: Hide-Local | Hide-Remote} {Parts: Hide-Local | Hide-Remote}  
 1507 ~ **Derivative-Works-Code** := [ Extract | Embed | Edit {Process: Process-ID} ] { (Next-Copy-Rights: Next-Set-of Rights) }  
 1508 ~ **Configuration-Code** := Install | Uninstall  
 1509 ~ **Next-Set-of-Rights** := { (Add: Set-Of-Rights) } { (Delete: Set-Of-Rights) } { (Replace: Set-Of-Rights) } { (Keep: Set-Of-Rights) }  
 1510 ~ **Copy-Count** := (Copies:positive-integer | 0 | Unlimited)  
 1511 ~ **Control-Spec** := (Control: {Restrictable | Unrestrictable} {Unchargeable | Chargeable})  
 1512 ~ **Time-Spec** := { (Fixed-Interval | Sliding-Interval | Meter-Time) Until: Expiration-Date }  
 1513 ~ **Fixed-Interval** := From: Start-Time  
 1514 ~ **Sliding-Interval** := Interval: Use-Duration  
 1515 ~ **Meter-Time** := Time-Remaining: Remaining-Use  
 1516 ~ **Access-Spec** := { {SC: Security-Class} {Authorization: Authorization-ID\*} {Other-Authorization: Authorization-ID\*} {Ticket: Ticket-ID} }  
 1517 ~ **Fee-Spec** := {Scheduled-Discount} Regular-Fee-Spec | Scheduled-Fee-Spec | Markup-Spec  
 1518 ~ **Scheduled-Discount** := Scheduled-Discount: (Scheduled-Discount: (Time-Spec Percentage)\*)  
 1519 ~ **Regular-Fee-Spec** := { (Fee: | Incentive: ) [Per-Use-Spec | Metered-Rate-Spec | Best-Price-Spec | Call-For-Price-Spec] {Min: Money-Unit Per: Time-Spec} {Max: Money-Unit Per: Time-Spec} To: Account-ID }  
 1520 ~ **Per-Use-Spec** := Per-Use: Money-unit  
 1521 ~ **Metered-Rate-Spec** := Metered: Money-Unit Per: Time-Spec  
 1522 ~ **Best-Price-Spec** := Best-Price: Money-unit Max: Money-unit  
 1523 ~ **Call-For-Price-Spec** := Call-For-Price  
 1524 ~ **Scheduled-Fee-Spec** := (Schedule: (Time-Spec Regular-Fee-Spec)\*)  
 1525 ~ **Markup-Spec** := Markup: percentage To: Account-ID

Figure 16

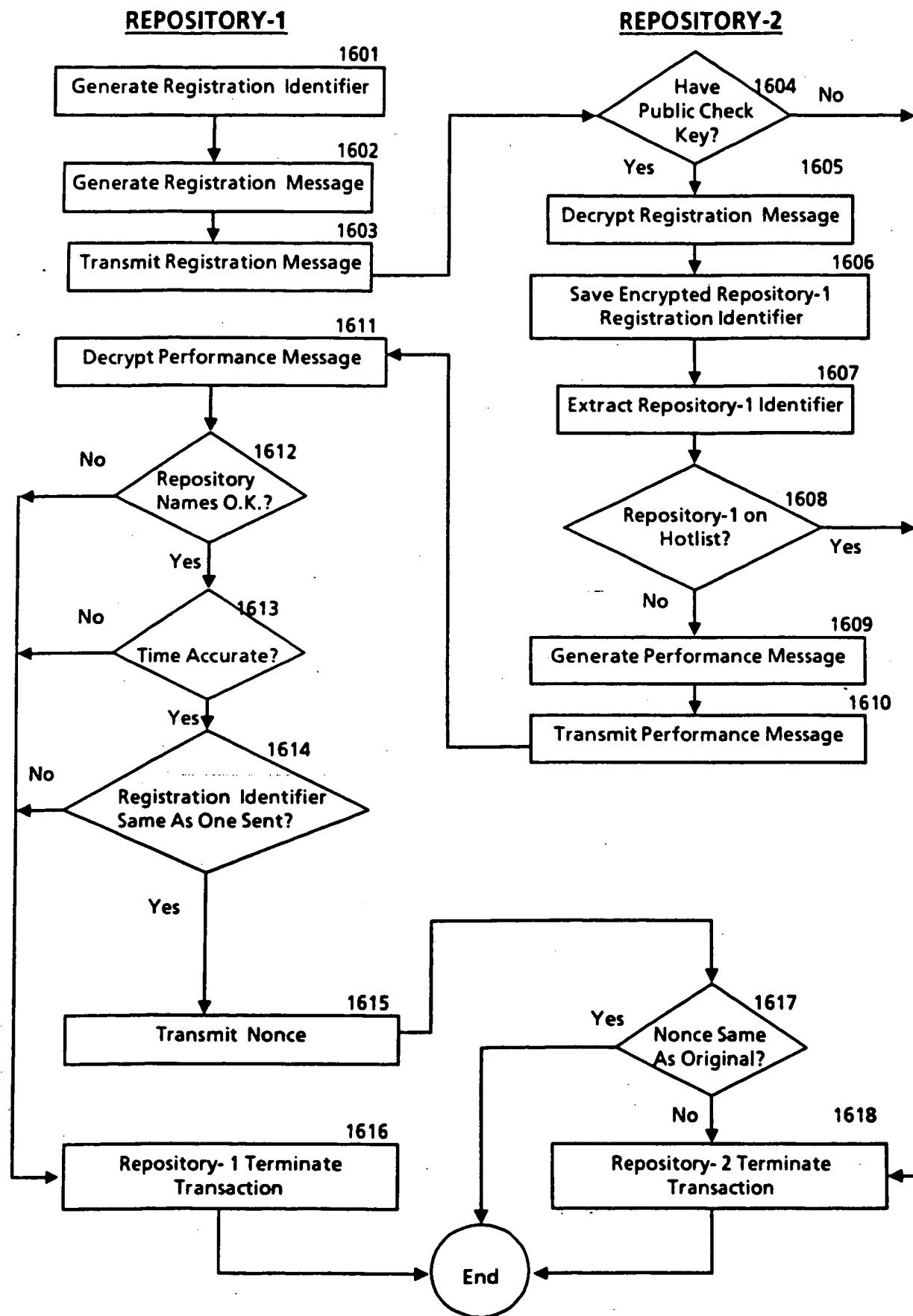


Figure 17

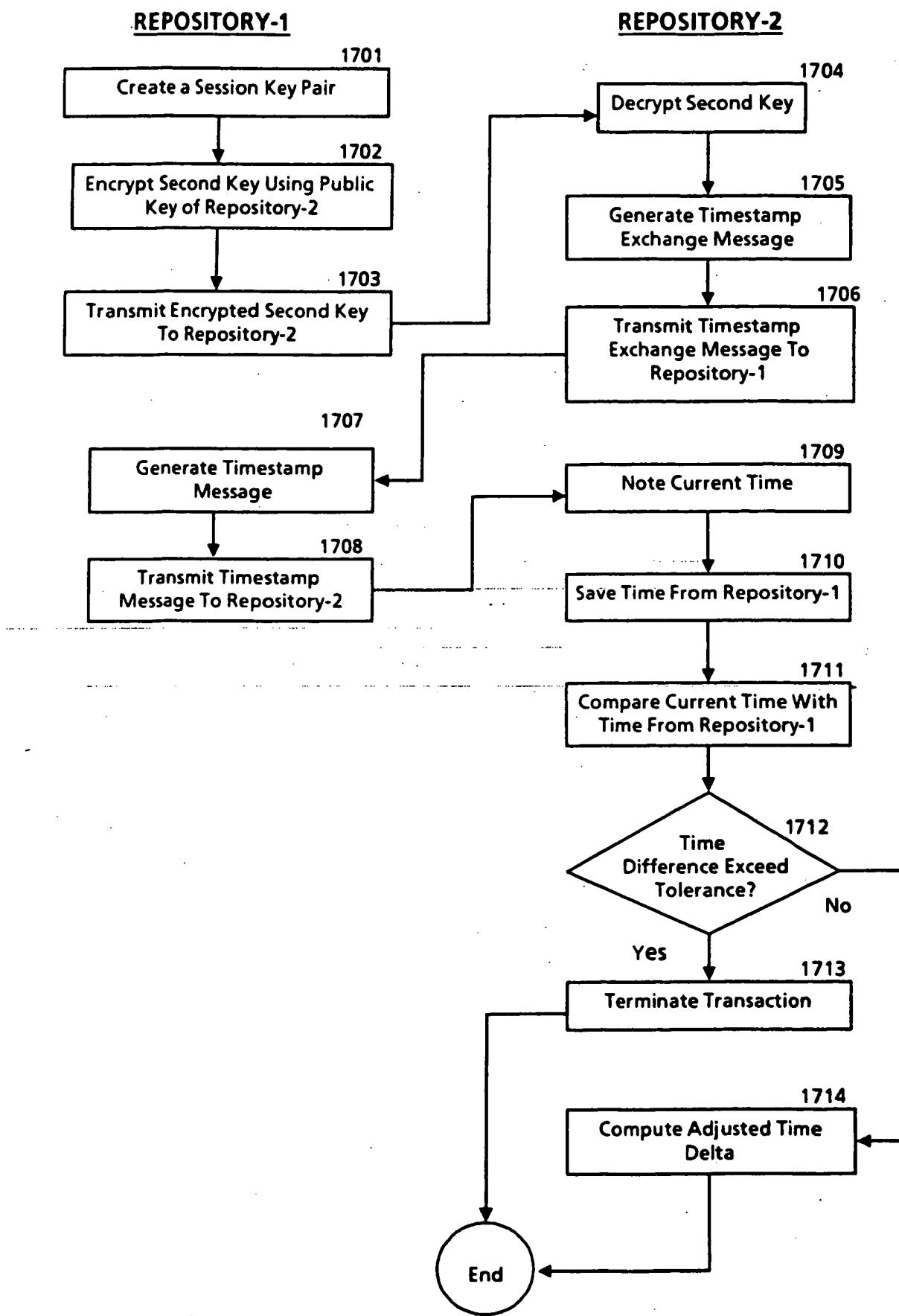
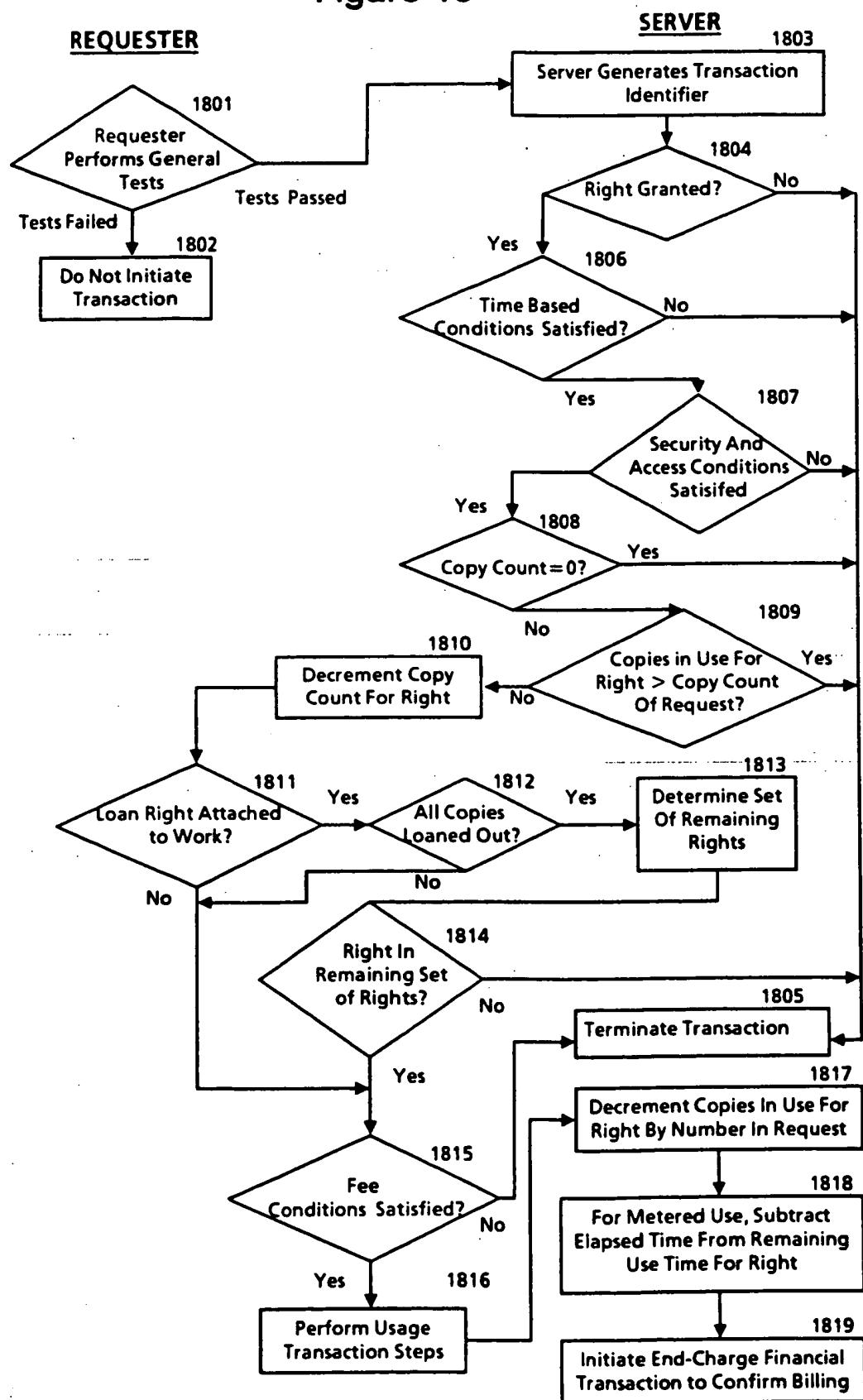


Figure 18



**Figure 19**

